

Education

Digipen Institute of Technology (2016 – Present)

Bachelor of Art in Game Design (Graduating 2020)

Republic Polytechnic (2011 - 2014)

Diploma in Industrial Operations and Management

ITE College East (2009 - 2011)

Hi-Nitec Certificate in Information Technology (IT)

Major Projects

Kubrix

(1st Place Grand Prize, Game of the Year 2019)

Senior Game Project

- 2 semester (30 weeks) long project
- 9 man team, Lead UI / UX Designer
- Finalist for Acronis Best User Interface in Digipen Game Awards 2019
- Koei Tecmo Singapore Most Innovative Design
- Developed prototype in Unreal Engine 4
- Designed main mechanic and systems interaction

The Fall

Junior Game Project

- 2 semester (30 weeks) long project
- 6 man team, Lead Systems Designer
- Developed prototype in Unity Engine over 10 weeks
- Scripted majority of puzzles, and events

Bullet Time

Sophomore Game Assignment

- 1 semester (15 weeks) long project
- 4 man team, Lead Developer
- Developed game in Unity Engine
- Designed systems and mechanics
- Scripted majority of game

Skills

Core Competency

- Game Design Knowledge
- Rapid Prototype Development
- UI / UX Designer
- C# & C++ Scripting
- Unreal Engine 4 Blueprinting
- 3D Modelling & Texturing

Software

- Unity Engine
- Unreal Engine 4
- Autodesk Maya
- 3DS Max 2016
- Adobe Photoshop
- Adobe Premiere Pro

Personal

- Public Speaking
- Work well with others
- Passionate
- Fluent in English

Awards

1st Place Grand Prize

CLAUDE COMAIR GRAND PRIZE FOR GAME OF THE YEAR AWARD 2019

- 2 Semester long game project
- Lead UI Designer
- Game Designer
- Prototype Developer (Unreal Engine 4)

Championship Medal

ANIMANIA 2011 (DIGITAL MANGA ART, OPEN CATEGORY)

- Wrote, drew, and edited entire series

5th place, Top 6 Finalist

X-SITE 2010

- Team of 4 created illustration to get to finals
- Handled typology and minor details in illustration
- Handled Photoshop section of finals